Computing (Computer Science) – Year 3
Can we tell a computer what to do?

Big Idea:
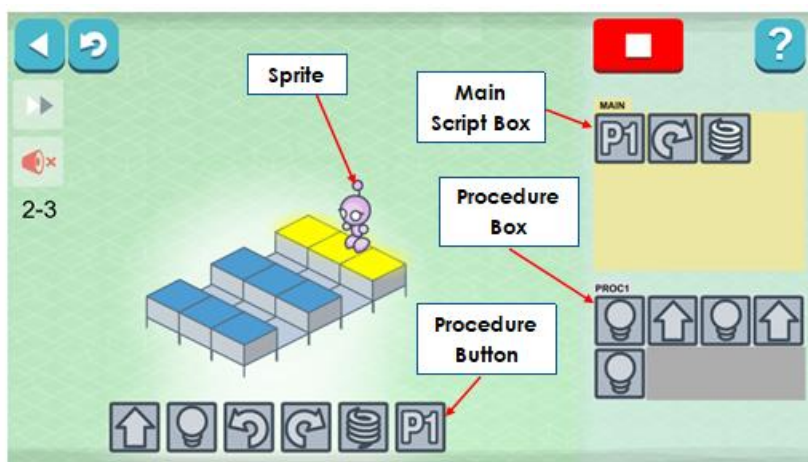We can create on computers using code.

What should I already know?
- How to program a computer, giving it a set of instructions to move an image.
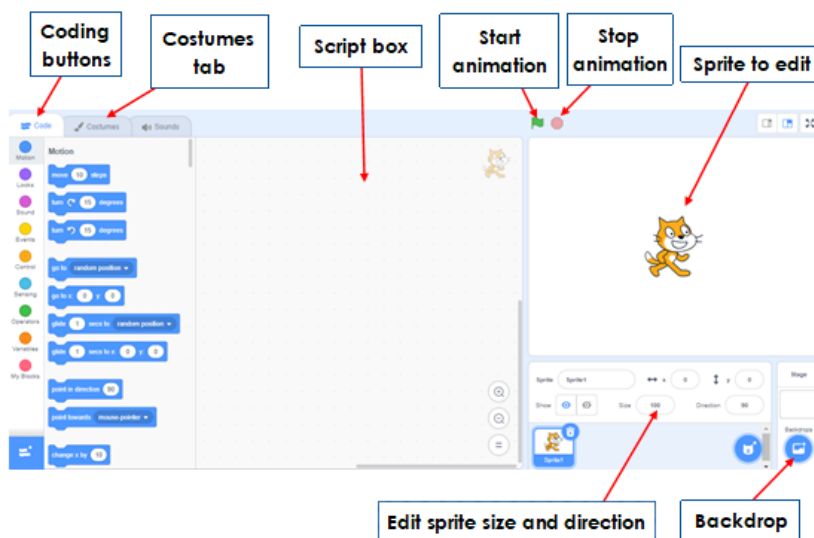- How to debug a set of instructions and explain why they wouldn't work.

What will I know by the end of this unit?
- Be able to use loops and procedures when programming an algorithm.

Lightbot:

Scratch:

Key vocabulary:

Loops	A way of programming an algorithm to repeat endlessly.
Procedures	A way of programming part of an algorithm to repeat more than once.
Sprite	A figure in a coding app.
Script	The part of a coding app where you write an algorithm.
Backdrop	The background image.
Animate	To make a sprite do something e.g. move.